

QUERY_GIF

QUERY_GIF is a method of obtaining information about a GIF image file without having to read the file. See “QUERY_* Routines” on page 1522 for more information.

Syntax

Result = QUERY_GIF (*Filename* [, *Info*])

Return Value

This routine returns a long with the value of 1 (one) if the query was successful (and the file type was correct) or 0 (zero) on failure.

Arguments

Filename

A scalar string containing the pathname of the GIF file to query.

Info

Returns an anonymous structure containing information about the image in the file. The Info.TYPE field will return the value ‘GIF’.

Note

See “QUERY_* Routines” on page 1522 for detailed structure info.

Keywords

None

See Also

QUERY_* Routines, READ_GIF, WRITE_GIF

READ_GIF

The READ_GIF procedure reads the contents of a GIF format image file and returns the image and color table vectors (if present) in the form of IDL variables. Only 8-bit images are supported, and local colormaps are not supported.

Note

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This routine is written in the IDL language. Its source code can be found in the file `read_gif.pro` in the `lib` subdirectory of the IDL distribution.

Note

To find information about a potential GIF file before trying to read its data, use the QUERY_GIF function.

Syntax

```
READ_GIF, Filename, Image [, R, G, B] [, /CLOSE] [, /MULTIPLE]
```

Arguments

Filename

A scalar string specifying the full path name of the image file to read.

Image

A named variable that will contain the image data read from the file.

R, G, B

Named variables that will contain the Red, Green, and Blue color vectors, if the rasterfile contains colormaps.

Keywords

CLOSE

Set this keyword to close any open files. The CLOSE keyword is only useful if a file containing multiple images (as specified by the MULTIPLE keyword) is in use. Note that you do not need to specify the normal arguments to READ_GIF (*Filename*, *Image*, etc.) when using this keyword.

MULTIPLE

Set this keyword to read files that contain multiple images. Each call to READ_GIF returns the next image, with the file remaining open between calls. The *Filename* argument is ignored and may be omitted after the first call. Reading past the last image returns a scalar value of -1 in the variable specified in the *Image* argument, and closes the file. R, G, and B color vectors are returned only once, along with the first image.

Example

To open and read the GIF image file named `foo.gif` in the current directory, store the image in the variable `image1`.

```
; Store the color vectors in the variables R, G, and B:
READ_GIF, 'foo.gif', image1, R, G, B

; Load the new color table and display the image:
TVLCT, R, G, B
TV, image1
```

See Also

WRITE_GIF, QUERY_GIF

WRITE_GIF

The WRITE_GIF procedure writes an image and its color table vectors to a Graphics Interchange Format (GIF) file.

WRITE_GIF produces 8-bit GIF files of the standard type: non-interlaced, global colormap.

Note

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This routine is written in the IDL language. Its source code can be found in the file `write_gif.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

```
WRITE_GIF, Filename, Image [, R, G, B] [, /MULTIPLE [, /CLOSE]]
```

Arguments

Filename

A scalar string containing the full pathname of the GIF file to write.

Image

The array to write into the new GIF file.

R, G, B

The Red, Green, and Blue color vectors to be written with to the GIF file. If *R*, *G*, *B* values are not provided, the last color table established using LOADCT is saved, and the table is padded to 256 entries. If no color table has been established, WRITE_GIF calls LOADCT to load the grayscale entry (table 0).

Keywords

CLOSE

Set this keyword to close any open files. The CLOSE keyword is only useful if a file containing multiple images (as specified by the MULTIPLE keyword) is being

written. If the CLOSE keyword is specified, nothing is written to the file, and all other parameters are ignored.

MULTIPLE

Set this keyword to write multiple images to a file. Each call to WRITE_GIF writes the next image, with the file remaining open between calls. The *Filename* argument is ignored after the first call, *but must be supplied*. After the first image has been written, any R, G, and B color vectors supplied are ignored. All images written to a GIF file must be the same size.

Example

The following command captures the contents of the current IDL graphics window and saves it to a GIF file named `test.gif`. Note that this works only on a PseudoColor (8-bit) display:

```
WRITE_GIF, 'test.gif', TVRD()
```

Version History

Introduced: Pre 4.0

See Also

READ_GIF, WRITE_JPEG, QUERY_* Routines